** LESSON PLAN **

|  |  |
| --- | --- |
| **SCHOOL** | De Weijerwereld |
| **THEMATIC AREA** | ENERGY |
| **TEACHER** | Teachers oldest pupils 11-12 years old |
| **SUBJECT** | Crafts: How to make an electro-game |
| **AGE GROUP**  (approximately) | 10-12 years |
| **TIME REQUIRED** | 2x 1 hour |
| **PLACE** | CLASSROOM |
| **LESSON OBJECTIVES** |  |
| **REGULAR LESSONS YOU CAN USE** | * technics * Biology * Nature knowledge |
| **CLASS ORGANISATION** | * Pupils work individually * Pupils work in pairs |
| **MATERIALS** | * Electricity wires * Pictures * Sturdy cardboard * Split pens * Bateries * Littlelight * Elastic * Glue * Pliers to strip the wires * Small paperclips. |
| **ICT TOOLS** |  |
| **PROCEDURE** | (what happens, what we do step by step)   * We search for images with corresponding answers / pictures, for example Pictures from music starts and the corresponding name, football player and the club logo. * The pictures are stuck on the English cardboard and underneath these plates the split pins are attached. * At the rear, the wires (which have been stripped a bit, because only the copper transmits electrical power) of the matching plates are connected to each other via the split pins * Then we test with a battery and a light whether the power wires are well connected. * If they are properly connected, the light will come on * At the end of the wires we can attach a paperclip   The whole is glued to the thick cardboard and the battery is attached to the top. |
| **EVALUATION** |  |
| **ATTACHEMENTS** | [https://youtu.be/bmGmJhutcyw (6](https://youtu.be/bmGmJhutcyw%20(6) minutes, without words!!!) |